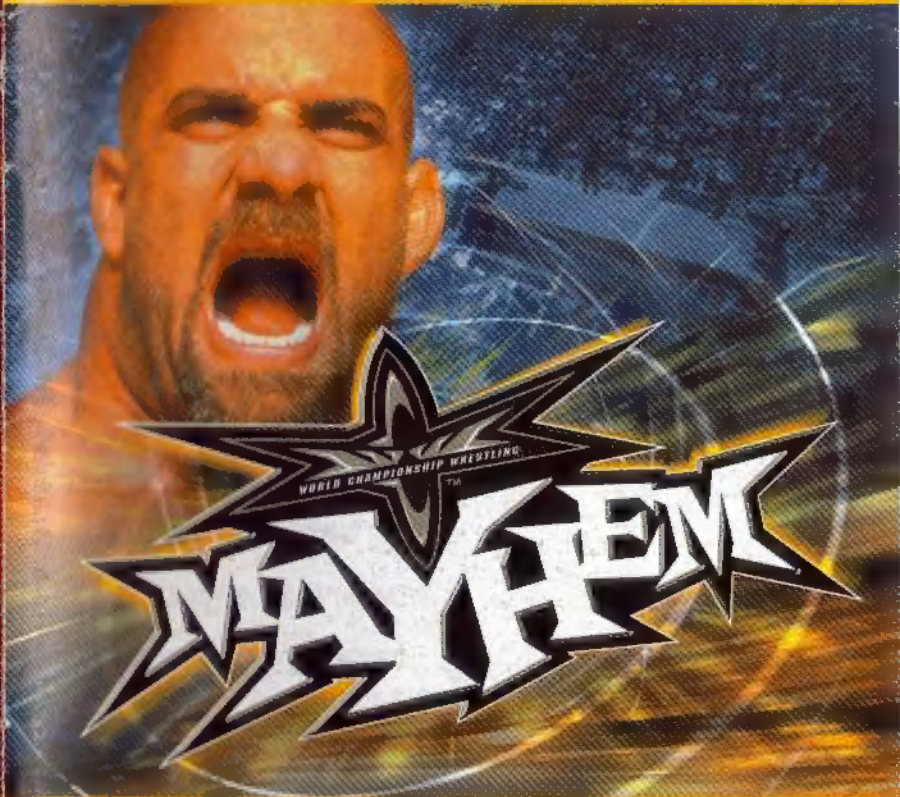


INSTRUCTION BOOKLET



ELECTRONIC ARTS

209 REDWOOD SHORES PARKWAY
REDWOOD CITY, CALIFORNIA 94065-1179

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1400605



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CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

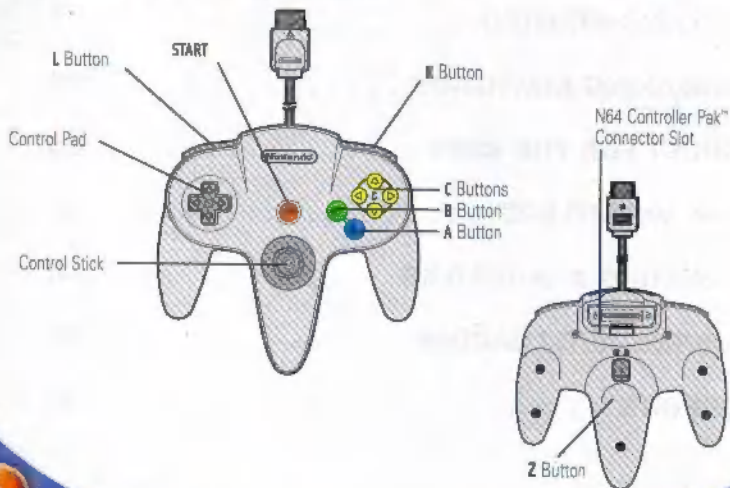


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64™ Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The EA and WCW™ Logo screens appear, followed by the Title screen. If you don't see them, begin again at step 1.
6. At the Title screen, press **START**. The Controller Pak verification screen appears.
7. After choosing to play with or without a Controller Pak, the Main menu appears (> p. 17).



BASIC COMMAND SUMMARY

ACTION	CONTROL
Move Wrestler	Control Pad
Quick Punch	C▼
Quick Kick	A
Special Move	C◀
Grapple	B
Run	R
Block	L
Taunt	C▲
Change Focus	C▶

For a complete list of fighting moves, — Complete Game Controls on p. 6.

INTRODUCTION

Welcome to *WCW Mayhem*, the game that puts you in control of sports entertainment's biggest stars. Fight as or against one of more than 50 WCW superstar wrestlers, including Goldberg and Sting, as you battle your way up the ranks towards a chance of fighting for the Championship Belt.

Create your own wrestler and see if you can stand on your own against the WCW's best. Get it on in all of the WCW TV events including 12 PPV super-events. With realistic wrestler entrances complete with pyrotechnics, theme music, crowd chants, wrestler taunts, and full play-by-play color commentary, *WCW Mayhem* puts you in the middle of intense WCW action.

FEATURES

- **Real WCW Action**—Over 900 motion-captured scenes give you all the moves of the WCW
- **Wrestle In and Out of the Ring**—Fight in backstage locations, such as the garage, locker room, and secret hallways
- **Make a Grand Entrance**—Dynamic wrestler entrances complete with pyrotechnics and theme music
- **TV-style Presentation**—Experience advanced sound technology and deep play-by-play commentary

For more info about this and other titles, check out EA's official WCW Mayhem site on the web at www.wcwmayhem.com.

QUICK START

Quick Start mode lets you immediately jump into a single-player battle.

To quick start a match:

1. Select QUICK START from the Main menu. The Difficulty menu appears.
2. Control Pad \downarrow to highlight a difficulty level (**EASY**, MEDIUM, HARD), then press **A**. The Select Wrestler menu appears.
3. Control Pad \downarrow to highlight a wrestler, then press **A**. The Rumble Pak™ Confirm menu appears.
4. If you want to play with a Rumble Pak, insert it and then press **A**. If not, press **A** to begin your match.

NOTE: Default settings in this manual appear in bold type.

COMPLETE GAME CONTROLS

GENERAL GAMEPLAY

ACTION	CONTROL
Pause game	START
Move Wrestler	Control Pad
Climb out of the Ring	Control Pad in the direction of the Ropes + B
Climb the Turnbuckle	Control Pad in the direction of the Turnbuckle + B
Tag \equiv Partner	B

WITH BOTH CHARACTERS STANDING



ACTION	CONTROL
Initialize \equiv Grapple	B
Quick Punch	C \blacktriangledown
Quick Kick	A
Power Punch	Control Pad + C \blacktriangledown
Power Kick	Control Pad + A
Special Move 1	C \blacktriangleleft
Special Move 2	Control Pad + C \blacktriangleleft
Taunt	C \blacktriangleup
Run	R
Block	L
Change Focus	C \blacktriangleright

NOTE: The Change Focus move is only used when three or more wrestlers fight in the ring. It allows you to quickly pivot and attack a second opponent. For example, if you are fighting Sting and Goldberg charges into the ring, press **C** \blacktriangleright to immediately rotate towards Goldberg.

WITH BOTH CHARACTERS GRAPPLING



ACTION	CONTROL
Irish Whip	Control Pad + R
Grapple Move 1	C◀
Grapple Move 2	Control Pad ▲ or ◀ + C◀
Grapple Move 3	Control Pad ▼ or ▶ + C◀
Grapple Move 4	B or C▼
Grapple Move 5	Control Pad ▲ or ◀ + B or C▼
Grapple Move 6	Control Pad ▼ or ▶ + B or C▼
Grapple Move 7	A
Grapple Move 8	Control Pad ▲ or ◀ + A
Grapple Move 9	Control Pad ▼ or ▶ + A
Finisher Move	Control Stick

IRISH WHIP: Use this move to throw an opponent off the ropes and set him up for the next attack.

WITH YOUR CHARACTER STANDING AND AN OPPONENT RUNNING TOWARDS YOU AFTER AN IRISH WHIP



ACTION	CONTROL
Running Rope Attack 1	C◀
Running Rope Attack 2	B or C▼
Running Rope Attack 3	A

WITH YOUR CHARACTER RUNNING AND AN OPPONENT STANDING IN FRONT OF YOU



ACTION	CONTROL
Running Attack Move 1	A, B, C▼, or C◀

WITH YOUR CHARACTER GRAPPLING AN OPPONENT FROM BEHIND



ACTION	CONTROL
Rear Grapple Move 1	C ◀
Rear Grapple Move 2	B or C ▼
Rear Grapple Move 3	A

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING FACE DOWN ON THE MAT



ACTION	CONTROL
Pick Up Opponent	B
Roll Opponent Over	C ▼

Face Down Move 1	C ◀
Face Down Move 2	Control Pad + C ◀
Face Down Move 3	A
Face Down Move 4	Control Pad + A

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON HIS BACK



ACTION	CONTROL
Pick Up Opponent	B
Roll Opponent Over	C ▼
Face Up Move 1	C ◀
Face Up Move 2	Control Pad + C ◀
Face Up Move 3	A
Face Up Move 4	Control Pad + A
Pin	L

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON A TURNBUCKLE



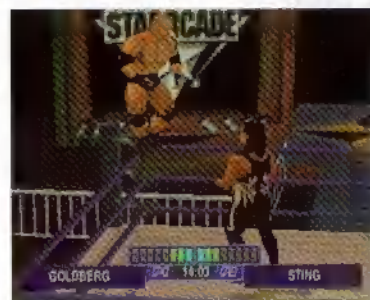
ACTION	CONTROL
Move Opponent to Sit on Turnbuckle	B
Corner Attack Move 1	C ◀
Corner Attack Move 2	C ▼
Corner Attack Move 3	A

WITH YOUR CHARACTER STANDING AND AN OPPONENT SITTING ON A TURNBUCKLE



ACTION	CONTROL
Turnbuckle Attack	A, B, C ▼, or C ◀

WITH YOUR CHARACTER STANDING ON A TURNBUCKLE AND AN OPPONENT STANDING



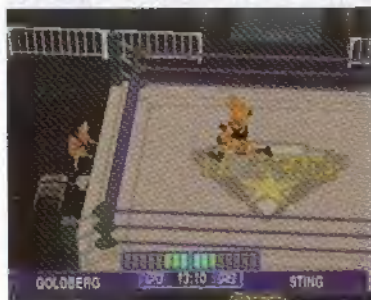
ACTION	CONTROL
Jump Down	B
Leaping Turnbuckle Attack 1	A, C ▼, or C ◀

WITH YOUR CHARACTER STANDING ON A TURNBUCKLE AND AN OPPONENT LYING DOWN



ACTION	CONTROL
Jump Down	B
Leaping Turnbuckle Attack 2	A, C ▼, or C ◀

WITH YOUR CHARACTER IN THE CENTER OF THE RING, RUNNING TOWARDS AN OPPONENT OUTSIDE THE RING



ACTION	CONTROL
Ring to Floor Attack	A, B, C▼, or C◀

WITH YOUR CHARACTER STANDING ON THE RING APRON AND YOUR OPPONENT STANDING OR LYING DOWN OUTSIDE THE RING



ACTION	CONTROL
Leaping Apron Attack	A, C▼, or C◀

RING APRON: The very edge of the ring canvas, just outside the ropes.

WITH YOUR CHARACTER STANDING ON THE RING APRON AND YOUR OPPONENT STANDING IN THE RING



ACTION	CONTROL
Apron Grapple	B
Apron Attack	A, C▼, or C◀

FROM AN APRON GRAPPLE



ACTION	CONTROL
Apron Attack Move	A, B, C▼, or C◀

WITH YOUR CHARACTER HOLDING A WEAPON AND AN OPPONENT STANDING OR LYING DOWN



ACTION	CONTROL
Pick Up /Drop Object	B
Hit Over the Head	C ◀
Swinging Attack	C ▼
Stab Attack	A

WITH YOUR CHARACTER STANDING OUTSIDE THE RING AND AN OPPONENT STANDING INSIDE THE RING, NEAR THE ROPES



ACTION	CONTROL
Trip Opponent	A, B, C ▼, or C ◀

GETTING STARTED

MAIN MENU

Start a quick game, recreate a PPV event, create a wrestler, or access the Options screen.



MATCH SETUP MENU

Set up the match specifics for your bout.

- Control Pad ↑ to highlight an option, the Control Pad ↔ to change option settings.

MATCH TYPE	Select the type of match you want to fight in.
SINGLES	A one-on-one fight to the finish.
HANDICAP	A single player must face a two-wrestler tag team.
TRIANGLE	It's every man for himself in this three-way war. The first fighter to score a pinfall wins.
FOUR WAY DANCE	A four-wrestler battle in which a competitor must be pinned to be eliminated. The winner is the last man standing.
BATTLE ROYAL	A fighter is eliminated once he is thrown over the ropes and touches the floor. The winner is the last man standing.
TAG TEAM	A two-on-two contest. One wrestler from each team competes in the ring at a time and must tag a partner to switch off.

- MATCH LENGTH** Set the match time limit.
- EVENT** Select a venue to compete in.
- DIFFICULTY** Choose the CPU skill level for your match.
- MATCH RULES** Press **A** to access the Match Rules menu. ➤ below.
- ➔ To advance to the Match Configuration screen, highlight any option except **MATCH RULES**, then press **A**.

MATCH RULES MENU

Set the specific regulations for your upcoming match.

- SPECIAL RULES** Choose to enforce extra rules for the match.
- NONE** A typical match where normal rules are enforced.
- RAVEN'S RULES** Pins or submissions can take place anywhere.
- NO DQ** Anything goes! Matches can be won with pin-falls and submissions.
- WEAPONS MATCH** Wrestlers can fight with any of the weapons scattered around the ring.
- COUNT OUTS** Choose the amount of time ■ wrestler can safely stay outside the ring before being disqualified. When **OFF**, no count outs take place.
- SUBMISSIONS** When **ON**, wrestlers can win a match with ■ submission hold.
- BREAKS** When **ON**, wrestlers can escape from a submission hold by touching a rope.
- ➔ To return to the Match Setup menu, press **B**.

MATCH CONFIGURATION MENU

Depending on the type of match you choose to compete in, various configuration options appear. After selecting the match configuration you want, the Select Wrestler menu appears.

SELECT WRESTLER MENU

Choose the wrestlers you want to fight with and/or against.



After all competitors of the match are selected, the Tonight's Match menu appears.

TONIGHT'S MATCH MENU

This menu displays a preview of the upcoming bout.



GLOBAL OPTIONS MENU

Set the game options you prefer.

➔ To highlight an option, Control Pad ⬇.

MUSIC	Adjust the game music volume level.
SPEECH	Adjust the voice effects volume level.
SOUND FX	Adjust the sound effects volume level.
CROWD	Adjust the crowd noise volume level.
CREDITS	View the game credits.

WREAKING MAYHEM!!!

Before the match starts, each wrestler makes a grand entrance as he heads towards the ring. Once all competitors step through the ropes, the real fun begins!

GAMEPLAY SCREEN



For a complete list of game controls, ➤ *Complete Game Controls* on p. 6.

MOMENTUM METER

The Momentum Meter displays how well a wrestler is doing in relation to the crowd response and the damage level of moves performed. Once the match begins, the meter swings towards one team or another, depending on the moves and taunts of either wrestler. The execution of moves and crowd response helps determine how much and how fast the meter swings. Boos help swing the meter in favor of a heel while cheers will help a face.

HEEL & FACE: A "heel" is an unpopular character, while a "face" is a fan favorite.

FINISHING MOVES

Finishing moves are powerful signature maneuvers used by each fighter to inflict massive amounts of damage on an opponent. Once the Momentum Meter has reached the flashing red stage on your side, you may execute your character's special finishing move. After applying the move, follow up with an attempt to pin your foe and end the match.

FIGHTING BACKSTAGE

In *WCW Mayhem*, no part of the arena is off-limits when it comes to fighting. To fight in a secret backstage area, both wrestlers must be outside the ring and be moving close to the arena entrance. An assortment of items can be used to inflict damage once you get backstage. Remember, outside of the ring, anything goes!



NOTE: The backstage area can only be accessed in matches featuring two wrestlers.

PAUSE MENU

- ➔ To access the Pause menu, press **START** during gameplay.
- ➔ Control Pad \downarrow to select an option, then press **A** to select.

RESUME GAME Continue your match.
EXIT GAME End your match and return to the Main menu.
CONTROLLER LAYOUT Reconfigure your control options.

QUEST FOR THE BEST

So you think you're ready to step into the ring with the world's greatest wrestlers? Then Quest for the Best mode is just the ticket. Quest For the Best mode is a single-player, multi-match competition allowing you to step into the shoes of your favorite wrestler.

Start your ascent up the professional ranks in a battle to obtain the WCW Television title. Then, if you are worthy, set your sights on the ultimate prize in professional wrestling: the WCW Heavyweight Championship Belt!

To begin your Quest:

1. Select **QUEST FOR THE BEST MODE** from the Main menu. A Save menu appears.
2. Choose to begin a **NEW QUEST** or **LOAD SAVED QUEST**. The Select Wrestler menu appears.
3. Choose the wrestler you want to compete as. The Quest Rankings menu appears.

QUEST RANKINGS MENU

To earn a shot at a WCW championship belt, you must first work your way up through the rankings to become a mandatory challenger. The Quest Rankings menu appears after every match to display your current position in the title quest.



THE WRESTLERS

WCW Mayhem contains more than 50 of professional wrestling's greatest stars including members from various factions such as WCW, NWO Black and White, NWO Wolfpac, 4 Horsemen, and the Hardcore division. Here's a look at some of the game's top competitors:

Goldberg

HEIGHT: 6' 4"

WEIGHT: 285 LBS.

HOMETOWN: TULSA, OK

AFFILIATION: WCW

FINISHING MOVE: JACKHAMMER



Sting

HEIGHT: 6' 3"

WEIGHT: 252 LBS.

HOMETOWN: VENICE BEACH, CA

AFFILIATION: WCW

FINISHING MOVE: SCORPION DEATHLOCK



Kevin Nash

HEIGHT: 7' 1"

WEIGHT: 357 LBS.

HOMETOWN: PHOENIX, AZ

AFFILIATION: N.W.O. WOLFPAC

FINISHING MOVE: JACKNIFE POWERBOMB



Hollywood Hogan

HEIGHT: 6' 7"

WEIGHT: 275 LBS.

HOMETOWN: VENICE BEACH, CA

AFFILIATION: N.W.O. WOLFPAC

FINISHING MOVE: RUNNING LEG DROP



Randy Savage

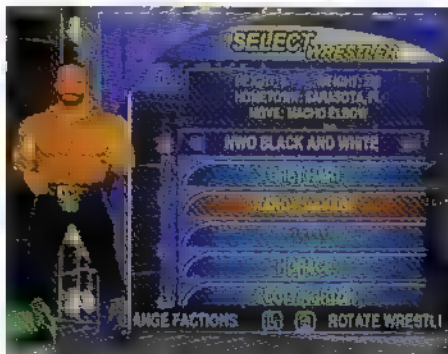
HEIGHT: 6' 1"

WEIGHT: 230 LBS.

HOMETOWN: SARASOTA, FL

AFFILIATION: NWO BLACK AND WHITE

FINISHING MOVE: MACHO ELBOW



"Diamond" Dallas Page

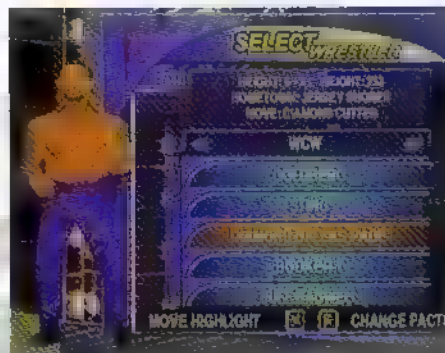
HEIGHT: 6' 5"

WEIGHT: 253 LBS.

HOMETOWN: JERSEY SHORES, NJ

AFFILIATION: WCW

FINISHING MOVE: DIAMOND CUTTER



CREATING A WRESTLER

So you want to be a star? Then create an all-new wrestler, enter the squared-circle, and test your luck against the roughest customers in the business.

- ▶ To access the Create Wrestler menu, select CREATE WRESTLER from the Main menu.

CREATE WRESTLER MENU



- Access the Edit Name menu
- Access the Edit Appearance menu
- Access the Edit Personality menu
- Access the Edit Abilities menu
- Save your created character

EDIT NAME MENU

- NAME** Enter a name for your character.
- NICKNAME** Select your character's nickname.
- MOVE SET & FINISHER** Select the character whose moves you want to emulate.

EDIT APPEARANCE MENU

Choose the physical features for your ring warrior.

EDIT PERSONALITY MENU

Select personal characteristics for your grappler.

- FACTION** Select the wrestling group you wish to be a part of.
- STYLE** Select your character's wrestling technique.
- ATTITUDE** Select your character's personality.
- INTRO MUSIC** Select the entrance music for your wrestler.

EDIT ABILITIES MENU

Define your wrestler's physical abilities such as strength, speed, & more.



SAVING AND LOADING

WCW Mayhem lets you save global options, unlocked hidden characters, wrestlers you create, and Quest For the Best mode progress with the use of a Controller Pak.

At various points throughout the game, a Save menu appears asking if you want to save your current game data. Press **A** to save your game data, or **B** to continue without saving.

NOTE: *If you need to delete files on your Controller Pak in order to make room, please refer to the instructions that came with your N64.*

PAY-PER-VIEW PASSWORD MODE

Pay-Per-View Password mode lets you enter passwords to recreate "real world" events. For example, if Hollywood Hogan is set to challenge Goldberg at the next Halloween Havoc, enter the corresponding password to set up a card with four PPV matches for the event, including Hogan-Goldberg. You can find these passwords during WCW television broadcasts, on www.wcw.com and www.wcwmayhem.com.

- ➔ To access the Password screen, select PAY-PER-VIEW PASSWORD from the Main menu.

PASSWORD SCREEN

Insert a legitimate password to set up your own version of the corresponding PPV event.

To enter a password:

1. Control Pad **←** to highlight a box, then Control Pad **↑** to cycle characters.
2. When the password is complete, press **START**. The PPV menu appears with the upcoming matches.
3. Highlight the match you wish to play, then press **A**. The *Tonight's Match* menu appears. ➤ p. 19.

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NEED GAMEPLAY HELP? Call EA's HINTS & INFORMATION HOTLINE for
recorded hints, tips, and passwords 24 hours a day, 7 days a week!
In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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This warranty shall not be applicable and shall be void if the defect in the product is found to be a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

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RETURNS WITHIN 90 DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We recommend that you send your product using a delivery method that is traceable.

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We recommend that you send your product using a delivery method that is traceable.

Electronic Arts Customer Warranty

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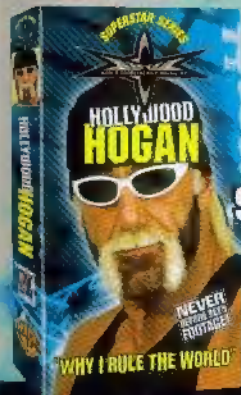
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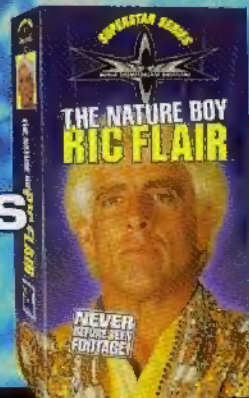
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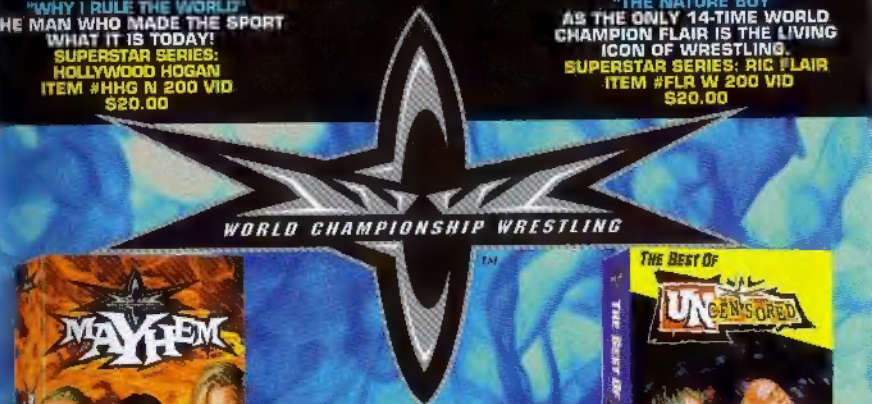


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